

## Vault—Understanding Money

Vault—Understanding Money is an interactive course designed to teach financial literacy skills early in a child’s cognitive development. Saving, budgeting and earning money may not be top-of-mind for most preteens, yet the financial knowledge they gain now will set the tone for the decisions they make in their future. Proactively teaching personal finance in the home and providing students with a foundation of knowledge is a critical factor in measuring future success.

### The educational experience

The Vault course introduces key financial concepts in an engaging and dynamic environment. Once users have grasped the basics, they have the chance to apply those concepts to simulated scenarios to lay the groundwork for cultivating positive financial habits.



**LEVEL: GRADE SCHOOL**

**LENGTH: 2.5 HOURS**

**TOPICS COVERED:**

- Responsible money choices
- Income & Careers
- Planning & Money Management
- Credit & Borrowing
- Insurance & Safety Management
- Savings & Investing

### Basic financial concepts

The course features six learning groups that focus on skill-building and decision-making, from learning about needs vs. wants and making responsible money choices, to the basic concepts of credit and borrowing.

### Applying lessons to real life

Users “unlock” games and apply their learning in a variety of story-based simulations. These activities challenge users to make choices in real-life scenarios to achieve important goals around saving, job planning, and budgeting.

# Select Course Modules

**What's the Difference Between Needs and Wants?** – Whether it's food, rent, or Internet, every household has many different expenses they must cover. How do you figure out which are the most important? In this activity, students explore the difference between needs and wants, and learn the importance of opportunity cost.

**Borrowing and Credit** – When you look at the price tag for a house or car, you may wonder: how will I ever earn enough cash to pay for that? The answer is, most people don't usually pay for these items in cash, but use credit instead. In this module, students learn how and when credit is used, and when it might be a smart financial decision.

**Good and Bad Money Decisions** – Some decisions are easier to make than others. When it comes to money, how do you evaluate which decision is a good one? In this activity, students look at real-life budgetary decisions, and explore what the consequences might be.



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